**PROJECT POSTMORTEM**

Design Master Class Postmortem   
S185717

|  |  |
| --- | --- |
| **STUDENT NAME** | Courtney-Jade Pearson |
| **PROJECT NAME** | You are here exhibit, design masterclass |
| What do you think went well on the project? | Overall, I feel that the project went well. By working in a group of five we have all been able to deliver the final project on time with the game being completed. The group itself has been a pleasure to work with as everyone were supporting each other and listening to each other at all times. If someone got stuck on a task or were unable to finish it, someone would help them the best they can. For example, half way through the project Lewis felt he couldn’t create art assets, as he feels like he isn’t good with art, he took the responsibility to do some extra research from me, so I could then create IP1 and IP2’s Art assets as I am more confident when working with photoshop.  Heather has been an amazing team leader, she has kept both teams together, giving them support and arranging all our meetings with Melanie and making sure we have hit our projects deadline.  The groups attended most of the meetings, we didn’t miss the presentations and when we did present, we did it well. I feel that what we presented as a group at the start, is very similar to what we have got for our final product.  We kept interacting with Melanie to make sure we didn’t leave out any important information, if we did we wouldn’t meet our brief.  I had the task of making the TimeLine game’s style guide, I feel that this was successful as all of my team followed it correctly and have made good art assets from it. We all have different art styles as we all wanted to share the work load instead of giving it to one person in particular, but I feel it will still work well. |
| What do you think needed improvement on the project? | Our group’s communication needed more work, we could’ve created tighter deadlines to make sure all the work was done at the same time, I fell behind in the last few weeks due to my lack of communication with the group.   I feel that we should’ve emailed Melanie more on a one to one basis to ask questions instead of it being heather every time. We could’ve asked her what she thought of an art piece or asked to do some playtesting.   Also, it would’ve been nice to interact with the other team more, so we could potentially help them with the art assets they were struggling with, but we all didn’t find out about this until the final week.   One of the major problems with the project was when Melanie had issues with her camera, so she couldn’t take photos, when she did post the photos we only had a few weeks left so most of us had to research and hope to find the correct object. If the photos were delivered sooner I feel that our group work would’ve been done sooner, giving us time to playtest the final product. |
| What do you think of your own contribution to the project? | Throughout the project I have attended the presentations and most of the meetings with Melanie to make sure I am up to date on what was going on and what was expected of our brief. I have helped with the overall design of the timeline game and created half of the art assets, which are listed below.   The art assets to go with the questions took me a long time, some look better than others due to time restrictions. I tried my best with making the characters look accurate and around their time frames as I feel this is important to the exhibition, if they do not match then the information supporting the images would be invalid.   Not having the photographs from the museum made it difficult for me to 100% complete any art piece as they were the key items that I needed. Once I had the photos I used them in every image I made to show what item we are talking about.   I feel that I could’ve emailed more to show progress and update the team on where I was in the project.   I also feel that I could’ve helped out with the unity files and helped with the map creation as it isn’t fair for one person to do more work than others. |
| **OVERVIEW** |  |
| **Thinking about the project you have worked on this year, what are the important lessons that you will take away from the experience for your next group project?** | More communication with Melanie to show what we have all done, and create more meetings to see if she is happy with the project.   If we had to do the project again I feel like we need to playtest with the game as soon as we have the key mechanics, once these were down we could see if the game is going to attract the correct audience and see if the mechanics are going to work well. |
| **ESCALATION** | N/A |

Contribution / Asset List;   
  
-Attending meetings   
-Attending presentations   
-Creating the Timeline Game’s Style Guide   
- Designing the game   
- Creating IP1’S art assets   
-Creating IP2’S art assets  
  
TimeLine Game Art Assets;  
  
IP1  
- Multi-Use tool  
-Trade Tokens  
- Cobblers tools/shoes  
- Flat cap (Ridleys)  
- Pansy Wash driving license  
- Attis, god on a jet plaque  
  
IP2  
- Torcs (replica necklace  
- Blue coat boy carved figure  
- Roman coins  
-Roman samianware bowl  
- Rapier Sign  
- Colin Moss: Ipswich cyclists